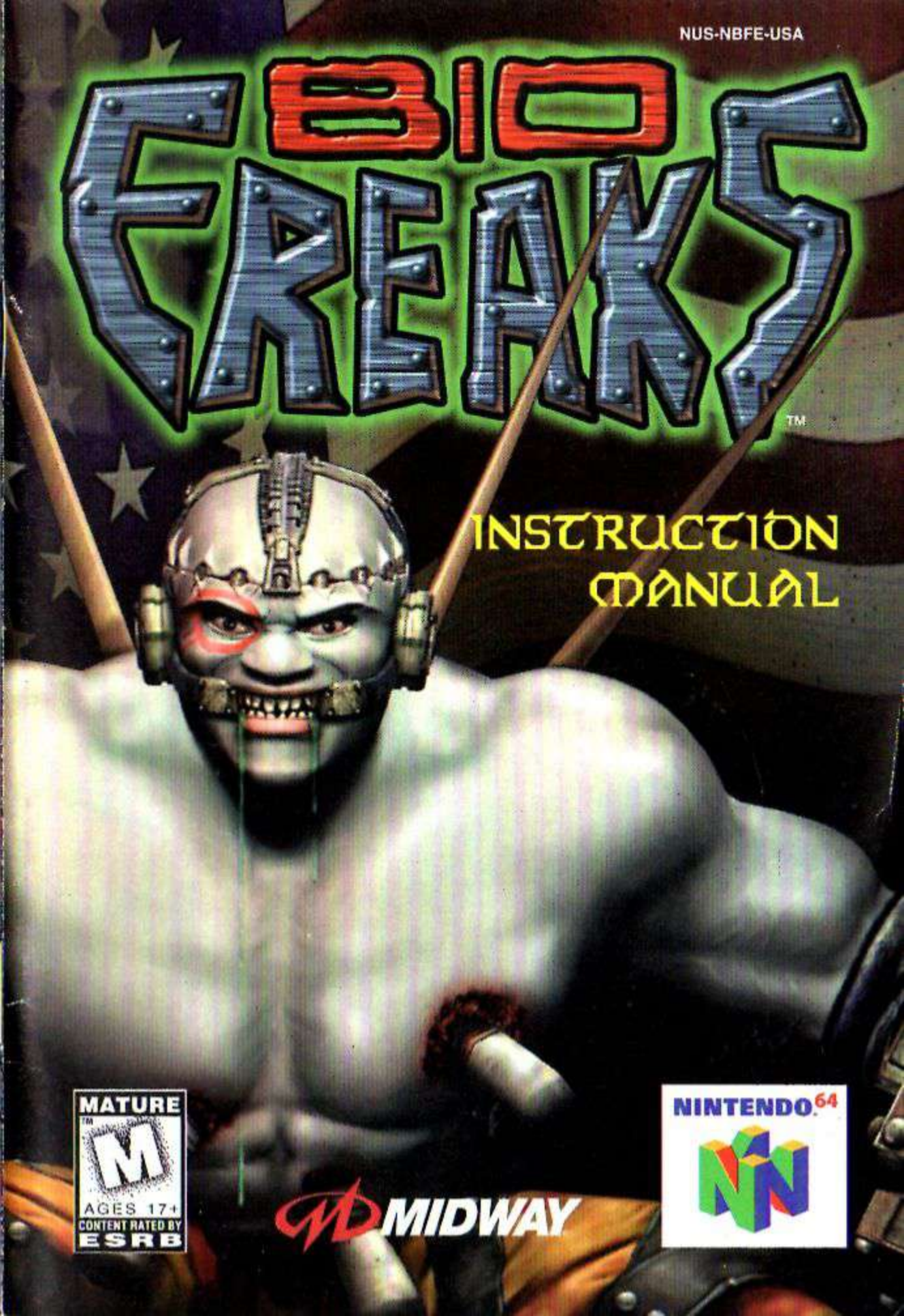
NUS-NBFE-USA

BIO FREAKS™



INSTRUCTION MANUAL

MATURE M AGES 17+ CONTENT RATED BY ESRB

MIDWAY

NINTENDO 64

WARNINGS

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO ® HARDWARE SYSTEM, GAME PAK OR ACCESSORY THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES. BEFORE USING THE ACCESSORIES, PLEASE READ THE RUMBLE PAK AND CONTROLLER PAK ACCESSORY INSTRUCTION BOOKLETS CAREFULLY. FOLLOW ON-SCREEN INSTRUCTIONS TO DETERMINE WHEN YOU SHOULD INSERT OF REMOVE THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES.

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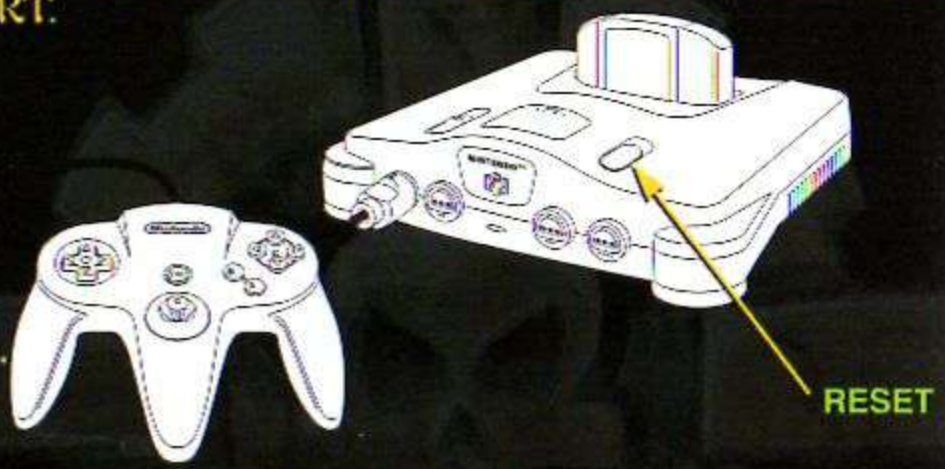
GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON, UNLESS PROMPTED TO DO SO!

- Turn the power OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. After the appearance of the title and legal screens, you may bypass the demo at any time by pressing START.



NINTENDO 64 COMPATIBLE ACCESSORIES

This game is compatible with the Controller Pak and Rumble Pak accessories. Please read the Rumble Pak and Controller Pak accessory Instruction Booklets carefully. Follow On-Screen instructions to determine when you should insert or remove the Rumble Pak and Controller Pak accessories.

USING THE RUMBLE PAK

Anytime you start a game, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, select Do Not Use Pak, and your game will begin without it.

*** Remember ***

It is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

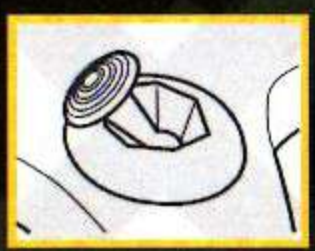
CONTROLLER PAK MENU

Press and hold the **START Button** upon powering up or a reset to access the Controller Pak Menu. This will allow you to view and delete saved information off a N64 Controller Pak.

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLLER

Before you begin your game, familiarize yourself with the controls.

MENU SELECTIONS

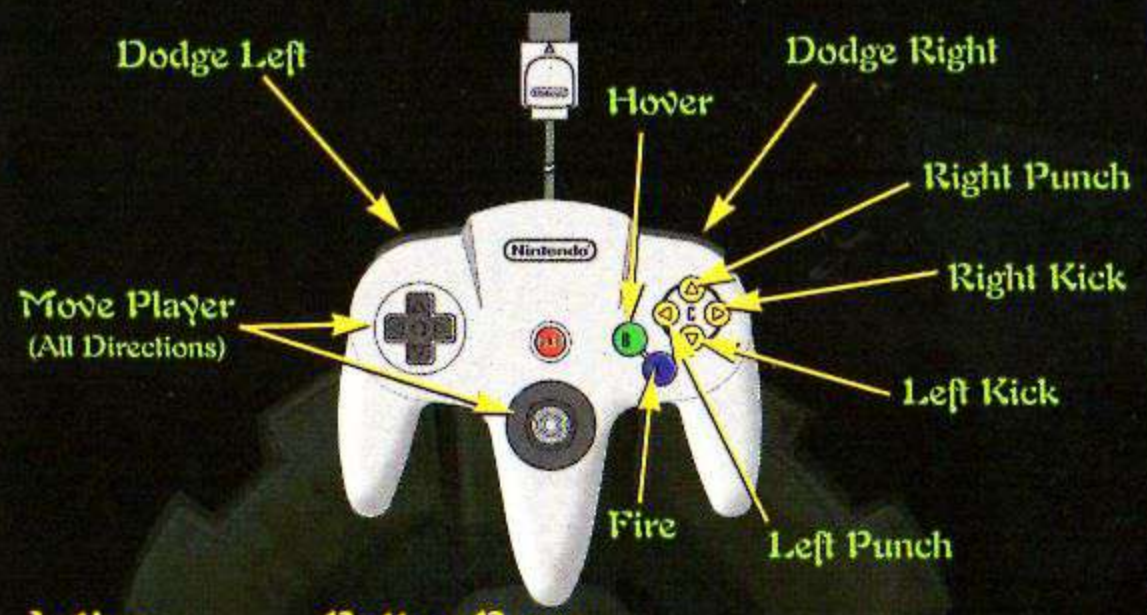
- **Control Pad Up**, **Down**, **Left** or **Right** to highlight options
- Press the **A Button** to select options
- Press the **B Button** to go back to the previous menu

Press **START** to pause the game and view the Pause Options Screen (see **Pause Options**, pg. 14). To quit a game in progress, press **START**. At the Pause Options Screen, select **Exit to Main Menu**.

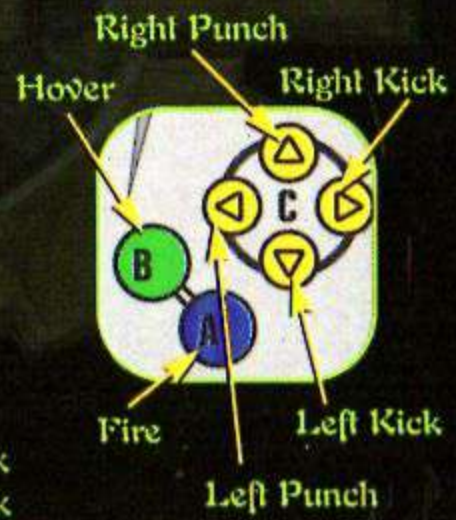
MOVE CONTROL INDEX

Control Pad	=	Up, Down, Back, Forward, (U, D, B, F)
LP	=	Left Punch
LK	=	Left Kick
FR	=	Fire
RP	=	Right Punch
RK	=	Right Kick

DEFAULT CONTROLS



Action	Button Press
Jump	Up
Crouch	Down
Block, Autoshield	Back
Walk Forward	Forward
Jump Punch	Up + LP or RP
Jump Kick	Up + LK or RK
Jump Shoot	Up + FR
Hover Punch	Hover + LP or RP
Hover Kick	Hover + LK or RK
Hover Shoot	Hover + FR
Hover Charge	Forward, Forward
Arena Throw	F + LP & LK
Crouch Punch	Down + LP or RP
Crouch Kick	Down + LK or RK
Get Up Attack	LP when on your back
Get Up Shoot	FR when on your back
Back Punch	LP or RP with back to opponent
Back Kick	LK or RK with back to opponent
Shoot Up	LP + FR
Shoot Left	Dodge Left + FR
Shoot Right	Dodge Right + FR
Dodge Left	D, D or L Button
Dodge Right	D, U or R Button
Dash Back	B, B



Main Menu

Bio Freaks offers several challenging options that will allow you to jump in the arena and take on a friend, the computer or an opponent that you can modify to react the way you want. Read below to view the available options.

Arcade

Challenge the computer to a 1 on 1 battle. You'll choose your character and fight other characters chosen by the computer. Player 2 may press the **Start Button** at anytime to take you on. The current game will end, and you'll go to the Character Selection Screen (see **Character Select**, pg. 13).

VS Mode

This is the game's 2 Player Mode. You and a friend will choose a character, then choose a Battle Pit (see **Battle Pit Selection**, pg. 13).

Survival

You better be pretty good to select this game mode. It's just you against the computer in a fight to the death. Collect as many wins as you can as you fight every player over and over until you lose. Beware, your damage will not regenerate during the round. You'll need to be lightening quick in disposing of your opponents to last in this marathon fight to the death.

Practice Mode

Practice your moves and combos, then prepare yourself for battle in this extensive Practice Mode. You select your character, then select a Battle Pit. Once your practice starts, press the **Start Button** to view the Practice Menu and setup your practice session the way you want (see next page).

Practice Menu

Highlight an option, then press the **A Button** to cycle or select options.

Attack Data

With this option **ON**, the Health Bar will work as a Strength Bar. As you inflict damage, it will diminish then regenerate. Use this feature to see how much damage a particular practiced move will inflict. If you don't want to view this information, turn this option **OFF**.

CPU Actions

You can choose how you want your practice opponent to react to your fighting moves. Select **Stand** to have him stand defenseless and take the punishment, **Arcade** to have him fight back, **Jump** so you can practice hitting a jumping target or **Guard** to have him block many of your attacks.

CPU Level

Set the difficulty level for your CPU opponent from **1** (easiest) to **Clonus** (hardest).

Button Display

With this option **ON**, the buttons you press to execute a move will be displayed as you practice. This is a good method to see if you're getting your moves down. Turn this option to **OFF** to not view the display.

Limb Loss Options

This may seem a bit morbid, but you can decide whether or not your opponent will lose his arms during the fight. Here are the two settings:

Limb Loss Mode

Regenerate - You opponents limbs grow back after a short period of time.
Stay Off - Once cut off, they'll stay cut off.
Off - Your opponent will not lose limbs.

State of Player

You can also decide whether or not your character will have any arms throughout the practice session. This way, you can work on your limbless fighting skills. Select **Normal**, **No Left Arm**, **No Right Arm** or **No Arms**.

Practice Menu

Feature Disables

Enable or Disable both characters' **Flight**, **Fire** or **Shield** capabilities.

Character Moves

You can view all of your character's available moves. Highlight a move, then select it.

Note: This option is available in Practice Mode only.

With **Attack Data** and **Key Display** set to **ON** the move will then appear on the bottom of the screen for you to view and practice. Try to execute the move over and over until you have it down. Repeat this process for any moves you feel you need to work on.

Even though the moves are displayed as though you are facing to the right, the move will flip and be displayed correctly as you face left.

Displayed Move

Change Players

Select this option to exit the Practice Menu and return to the Character Select Screen to choose new characters. You can then start your practice over again.

Exit to Main Menu

It's just as it states...quit your practice and return to the Main Menu.

Options

Game Options

Adjust the game's various game options with this option. Highlight an option, then press the **A Button** to cycle settings. Here are the options:

Difficulty

Change the game's difficulty setting to **Novice** (easiest), **Normal**, **Expert** or **Freak** (hardest).

Gore

You can leave the setting at **ON** to see all the cool blood and gore incorporated in ***Bio Freaks***, or you can turn it **OFF**. Your choice. When you turn Gore off, there will be no blood or loss of limbs.

Continues

Set the game's Continues to **3**, **4**, **5** or play until you're old and grey using the **Infinite** setting.

Round Time

Set your Round Time to **30**, **60** or **90** seconds. Select the **Infinite** setting to play until a winner is determined.

Game Hints

With the Game Hints option **ON**, the computer will determine if you need a little help with your fighting skills. The game will stop briefly and give you a hint about basic fighting techniques and what your next move should be. Turn the option **OFF** to learn on your own.

Select **Defaults** to reset the Game Options to their default settings.

Audio Options

Make adjustments to the game's default audio settings. Highlight the **SFX**, **Music** or **Speaker** option, then press the **Control Pad Left** or **Right** to adjust the volume or cycle the settings. Select **Default** to return to the game's default settings.

Controller Configuration

Make modifications to the game's default controller configuration. To do so, press the **Control Pad Up** or **Down** to highlight the function and button you want to change, then press the new button you want to replace the current button.

When you change a button, the computer will automatically change other buttons to avoid conflicting controls.

Both Player 1 and 2 can make changes at the same time. Press and hold the **Start Button** to reset the configuration to their default settings. Select **Back** to return to the Options Menu.

High Scores

View the saved High Scores you've achieved. Press the **A Button** to cycle the different high score tables. When you're asked to enter your initials for a high score, press the **Control Pad Up** or **Down** to cycle the letters, then press the **A Button** to select a letter. Press the **B Button** to go back and fix mistakes.

Controller Pak

Use your Controller Pak to save Option and Controller Configurations, High Scores and your game in progress. Bio Freaks requires 3 pages of Controller Pak space. Here's how to save data:

Save Options

After you've set the game's options the way you want, you can select this option to manually save them to your Controller Pak.

Auto Save Options On/Off

Choose to have the computer automatically save data to your Controller Pak. The default setting is **OFF**. Set this option to **ON** to let the game automatically save your options and button configurations. Games in progress may be manually saved at any point during **Arcade**, **Team Battle** and **Survival** game modes. When you restore the saved game, you'll begin at the beginning of the match you chose to save. (see **Pause Options**, pg. 14).

Restore Options

Select this option to restore your saved options from the Controller Pak.

Restore Game

Select this option to restore a saved game from your Controller Pak. A game can be saved from the Pause Options Screen (see pg. 14).

Important Warning

Do not remove the Controller Pak or the Rumble Pak from the Controller unless instructed to do so. Doing so may cause the game to operate improperly and/or cause damage to the Pak.

Character Select

You're all set up and ready to tear up your opponent, but first you'll need to choose your character. At the Character Select Screen, press the **Control Pad Left** or **Right** to cycle the 8 available characters, then press the **A Button** to select one.

When you select your character, the Game Hints option will appear. **Control Pad Left** or **Right** to select **ON** or **OFF** (see **Game Hints**, pg. 10, for more details).

In **VS Mode**, you can add some **Life** to your character after you've turned Game Hints on or off. Press the **Control Pad Left** or **Right** to adjust the amount of **Life** both players have. You can use this option to handicap an experienced player and make the battle more competitive.

If you're playing a one player game, you'll go straight to the Battle Pit to begin the fight. If you're playing a two player or Practice game, you'll go to the Battle Pit Selection Screen to choose the pit of your choice.

Battle Pit Selection

Press the **Control Pad Up, Down, Left** or **Right** to highlight the Battle Pit you want, then press the **A Button** to select. Each pit is labeled **Easy**, **Medium** or **Hard**.

Easy pits have less dangerous obstacles that can make winning more difficult. In **Hard** pits, dangerous obstacles are found throughout the Battle Pit. Not only do you have to contend with your opponent, but the surrounding environment as well. Once you've selected your Battle Pit, the fight will begin.

In The Battle Pit

As you battle it out in the pits, information is displayed on-screen to keep you updated with your characters **Health**, **Shield** supply, number of **Wins** and **Time** remaining in the match. If you nail your opponent with a nice combo, the **Hit Combo** will be displayed. When you're in the air, a Hover Meter will appear in the bottom corner to let you know how long you can stay in the air. If you have **Game Hints** turned **ON** (see **Options**, pg. 10), hints for improving your fighting skills will stop action momentarily and appear on-screen. In **VS Mode**, **Wins** for both players will appear at the bottom of the screen, so you can keep tabs on who's beating who.

Pause Options

During the game, press the **Start Button** to view the Pause Options Menu. It displays:

Character Moves

View all of the moves for one or both characters in the pit.

Feature Disables

Enable or Disable **Flight**, **Fire** or **Shield** capabilities for your character.

Save Game

Save a game in progress. You can then restore the game at a later date. (see **Controller Pak**, pg. 12).

Bio F.R.E.A.K.S. - The Story

The World of Neo-Amerika

In the not-too-distant future, the mighty country known as America has fallen like all great empires throughout history. Its fifty states broken into private territories after what was called...

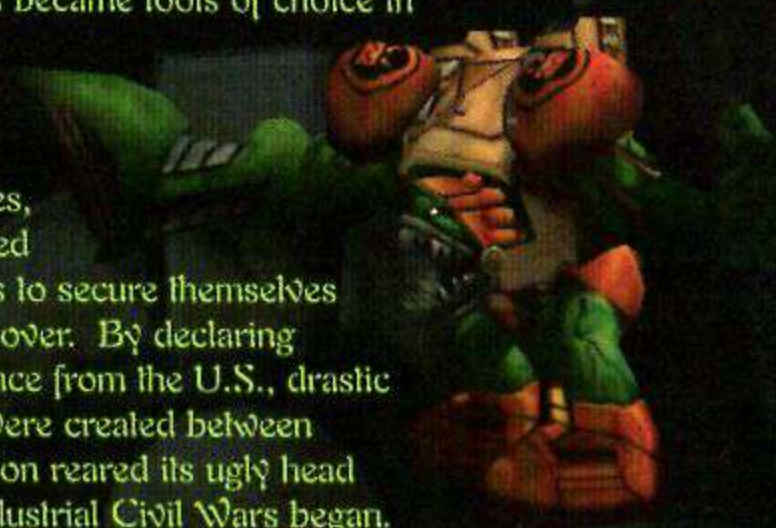
The Techno-Industrial Civil Wars. Computer technology, bio-engineering, cybernetics and mechanics accelerated at such an incredible rate, it forced industrial competition to the point of uncontrollable and ruthless corporate espionage.

While the government tried to keep control of the country by a single thread, the effect of the giant corporations' white collar wars drove the economy into a tail spin. With Wall street in shambles, the government bankrupt and technological corporate giants running unorthodox takeovers, Neo-Amerika was born.

Starting with Micro-Gene, a Dallas based microchip / bio engineering company, New Mexico was easily annexed by the construction of more microchip processing plants and cloning technology labs. Arizona was the company's next target and by the time Micro-Gene moved in on Nevada, things started to get ugly. Micro-Gene had been using enhanced agents to spy, sabotage and gather information on competing companies, but other competitors began fighting back with their own brand of genetically enhanced corporate spies and agents.

Bio F.R.E.A.K.S.-The Story

These wars between giant corporations a.k.a. "GI-Corps", gave way to more complicated, advanced and unethical methods. The kidnapping of corporate executives and replacing them with clones capable of down-loading company secrets was becoming commonplace. Soon, murder and terrorist tactics became tools of choice in the battle between the GI-Corps.



With the advent of the GI-Corps battles, each State developed desperate measures to secure themselves from a hostile take-over. By declaring Federal independence from the U.S., drastic laws and borders were created between states. Violence soon reared its ugly head and the Techno-Industrial Civil Wars began.

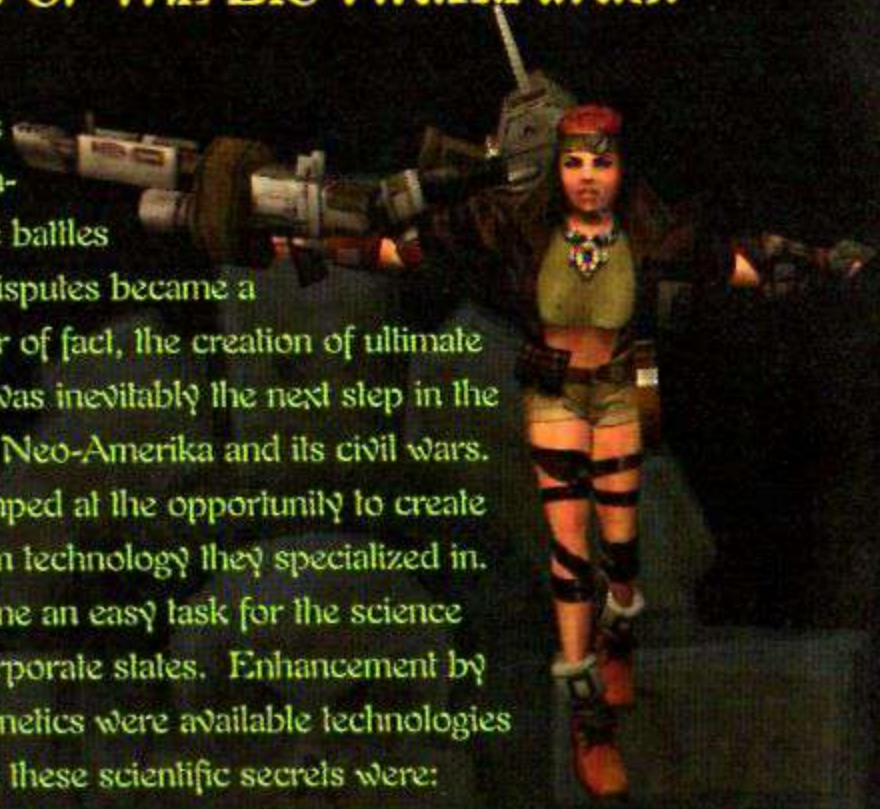
Something had to be done before the once great country destroyed itself or became target to outside invasion. An agreement had to be made between the government and the GI-Corps before America was torn apart. So a radical concept was introduced to prevent the possible loss of millions in the increasing wars between Gi-Corp controlled states. Thus...

The Secret Games Commission (SGC)

Spearheaded by forces unknown (possibly foreign interest), a commission was set up in league with the remaining U.S. Government to regulate the piracy that was tearing apart the United States with the hopes of possibly re-uniting the once proud country. The SGC and the American Government put forth a proposal to the GI-Corps: territorial or contract disputes would be settled in an arena. Instead of armies, one champion would represent a GI-Corp controlled state in battle against another corporation's champion. The winning Champion would take control of the opposing state along with whatever other states that may have been acquired from previous battles.

Bio F.R.E.A.K.S.- The Story

The coming of the Bio F.R.E.A.K.S.



The first unified law in decades was passed and the concept of one-on-one battles settling GI-Corp disputes became a reality. As a matter of fact, the creation of ultimate fighting machines was inevitably the next step in the industrial world of Neo-Amerika and its civil wars. Each GI-Corp jumped at the opportunity to create these warriors from technology they specialized in. Cloning had become an easy task for the science divisions of the corporate states. Enhancement by genetics and cybernetics were available technologies as well. Born from these scientific secrets were:

Biological Flying Robotic Enhanced Armored Killing Synthoids

Bio Freaks for short, these enhanced humans were created specifically for the purpose of battle. Bred in laboratories as killing machines, the Freaks were genetically endowed with peak strength and agility, a rapid healing factor, body tissue regeneration and built-in weaponry. They are owned by the GI-Corps and controlled through a bio-drive that also allows them to down-load combat skills and strategies. An intricate tattoo of circuitry gives them access to the bio-drives, which are located in each Freak's skull. There are three stages of Freakdom:

Synthoids: Genetically enhanced clones with tissue regrowth abilities.

Retros: (as in retro-fit): One flaw in the Freak creation process is that the tissue regrowth abilities will fail after a while. If a body part is destroyed and the regeneration processes has discontinued, cybernetic replacements are attached to the Freak.

Bio F.R.E.A.K.S. - The Story

Dozers: These are freaks who have not only lost so much of their human tissue but also the ability to regenerate. Their bodies are completely mechanical save for the brain.

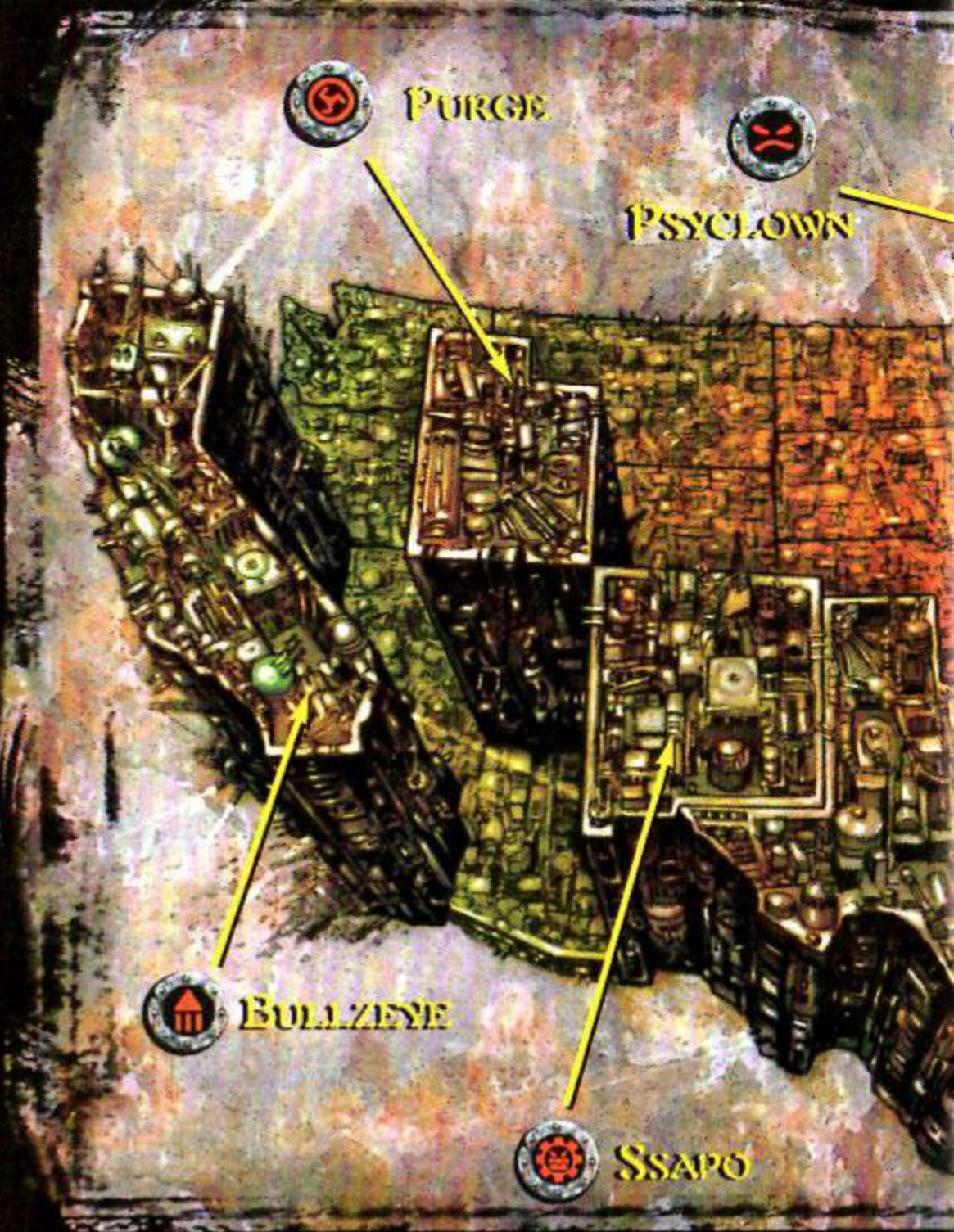
Closed-circuit battle pits are where all the action takes place. While more reminiscent of Roman gladiators than a football game, the states' populace savors the conflicts with crazed fervor. While the whole world watches the fights in frantic anticipation, there are those who do not enjoy the rigorous battles faced far too often: the Bio Freaks themselves.

The Freak Underground or GI-Corp Resistance.

Not having any government of corporate sanctioned rights, being under constant control of a GI-Corp, doomed to a destiny of violence and ultimate loss of humanity, some Freaks have gone rogue and formed an underground resistance. Their goal, to escape the control of their "owners" and obtain their equal rights.

While the Secret Game Commission's ultimate goal is to re-unify America, the possibility of a GI-Corp Resistance interferes in some of their most important progress. If an underground movement becomes successful and all Freaks go rogue, then a swift relapse to the days of the Civil Wars is possible and the hopes of peace could be crushed.

The World of Neo-Amerika



Zipperhead - No State / Freelance

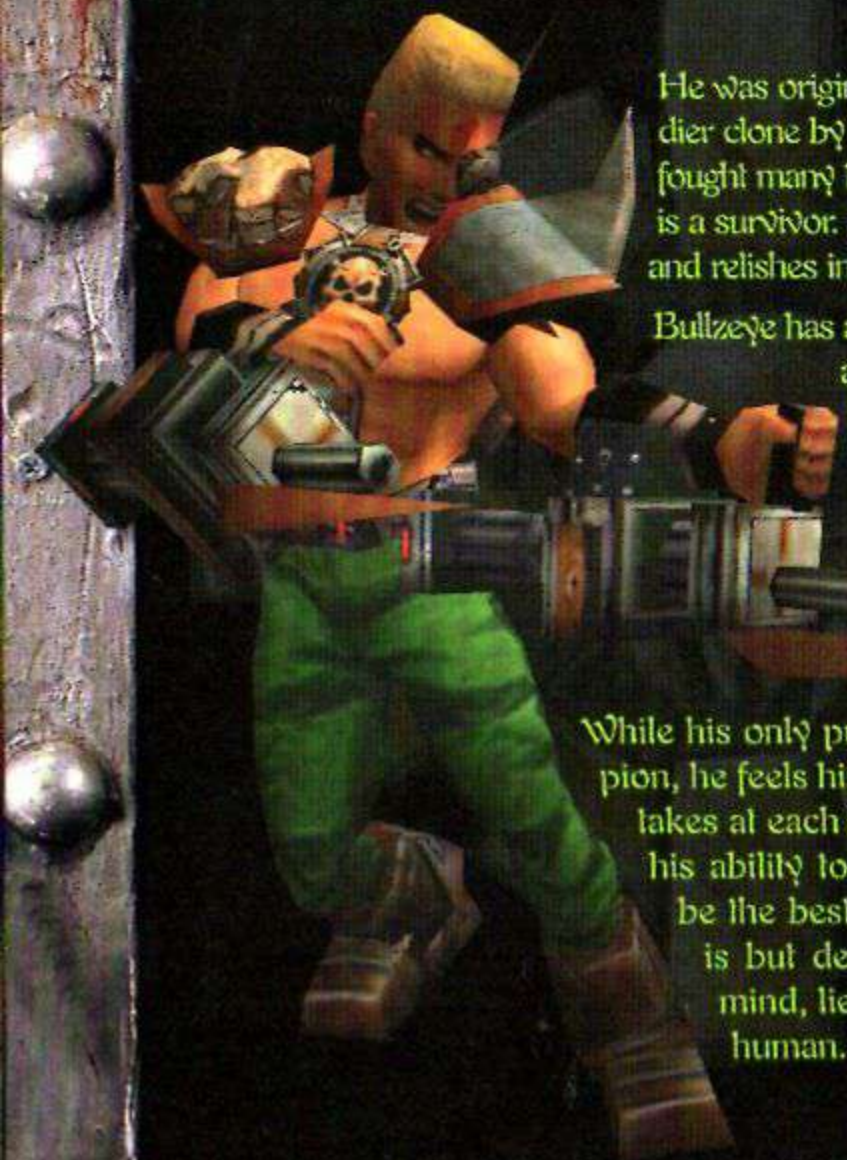
DELTA
SABOTAGE
MUTILATOR
CLONUS

The Bio F.R.E.A.K.S.

Bullzeye

Freak classification: Synthoid

Bullzeye has been around for years and was bred so well that he still hasn't had to have a cybernetic replacement grafted onto him.



He was originally created as a prototype soldier clone by Micro-Gene and has since fought many times in the Battle Pits. Bullzeye is a survivor. He has a very militant attitude and relishes in the prospects of victory.

Bullzeye has a special connection to an ambassador of the Secret Games Commission and is convinced that the games are the only way to re-unify Neo-Amerika.

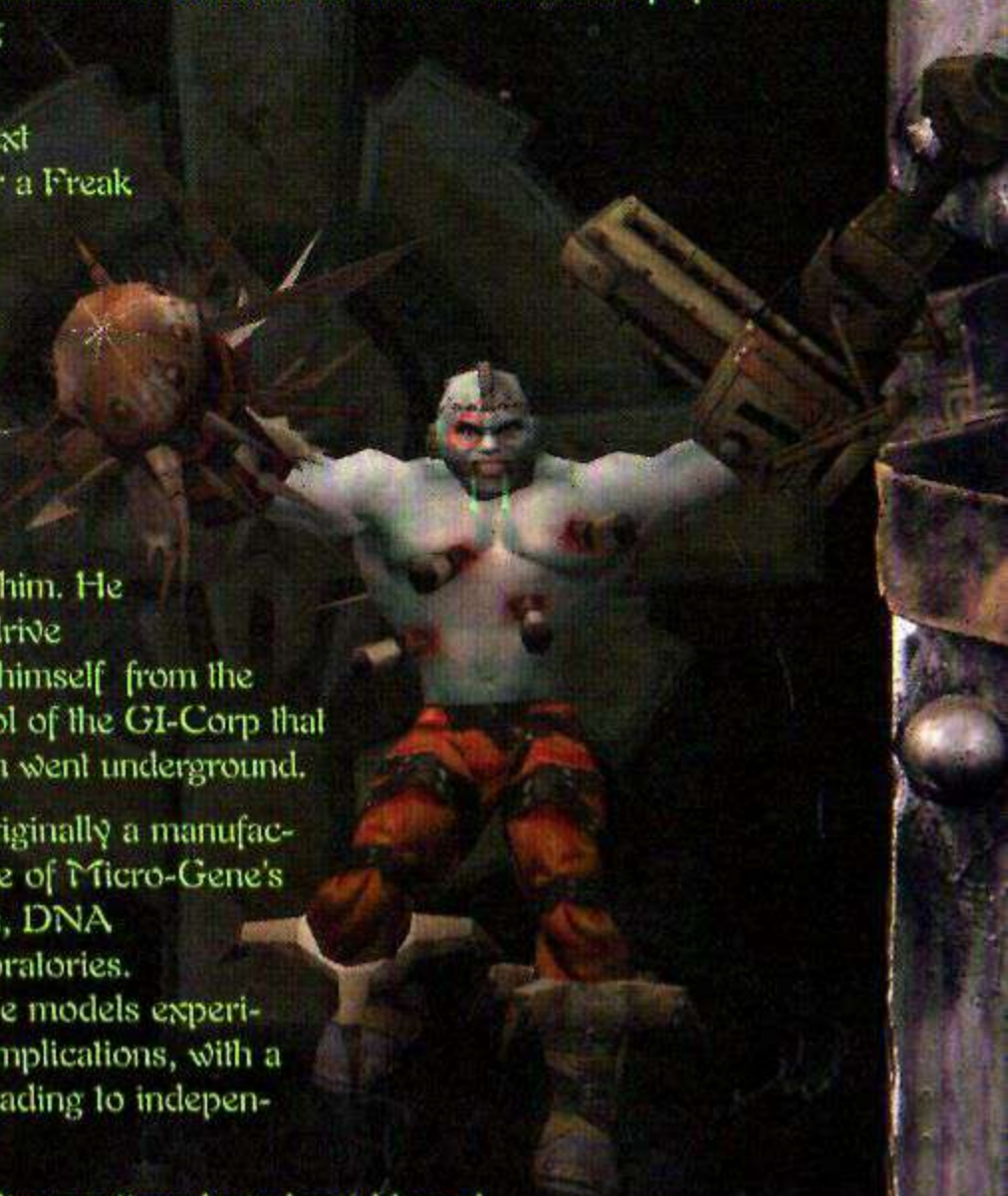
While his only purpose is to serve as a champion, he feels his mission is worth the risks he takes at each conflict. He prides himself in his ability to overcome the opponent and be the best there is. He knows what he is but deep inside, in a corner of his mind, lies the secret desire to be a real human.

The Bio F.R.E.A.K.S.

ZipperHead

Freak classification: Retro

ZipperHead was a synthoid champion whose career came to a drastic turn after a battle with Bullzeye in which he lost both hands and forearms. He was then moved to Retro status with the addition of cybernetic weaponry replacing his lost tissue.



Knowing that the next step of evolution for a Freak was to eventually become a Dozer, ZipperHead experienced a breakdown and vowed revenge on Bullzeye and the system that created him. He ripped out the bio-drive in his skull, freeing himself from the influence and control of the GI-Corp that owned him. He then went underground.

ZipperHead was originally a manufactured soldier by one of Micro-Gene's biggest competitors, DNA Advancement Laboratories. Their first prototype models experienced bio-drive complications, with a faulty drive often leading to independent thought.

ZipperHead's rebellious actions have been blamed on this imperfection, but DNA Advancement Laboratories has improved their drives immensely since ZipperHead's high profile folly.

The Bio F.R.E.A.K.S.

Sabotage
Freak classification: Unknown

Sabotage is a hired mercenary-bounty hunter currently working for the Chief Games Commissioner, a public face for the Secret Games Commission. She has been hunting ZipperHead and other known rebels for sometime.

She is a rough, tough, agile and focused on her targets. Sabotage's background includes a two year service with the Nevada-California State Conglomerate Police Force where she was legally enhanced for the Violent Crime Department.

After her term ended, she was hired as a freelance agent to catch True-Breeds (people who illegally enter conflicts with Freaks) and rogue Freaks. What Sabotage and the player doesn't know is that she's an advanced prototype synthoid made by DNA Advancement Laboratories. In a twisted sort of way, she is blood with her fiercest opponent, ZipperHead.

The Bio F.R.E.A.K.S.

Psyclown
Freak classification: Synthoid

Psyclown battles exclusively for the State of Illinois. He was created by a small but quickly growing cloning lab called Duplications Unlimited, a subsidiary of the state's largest GI-Corp, Chicago TechNetics.

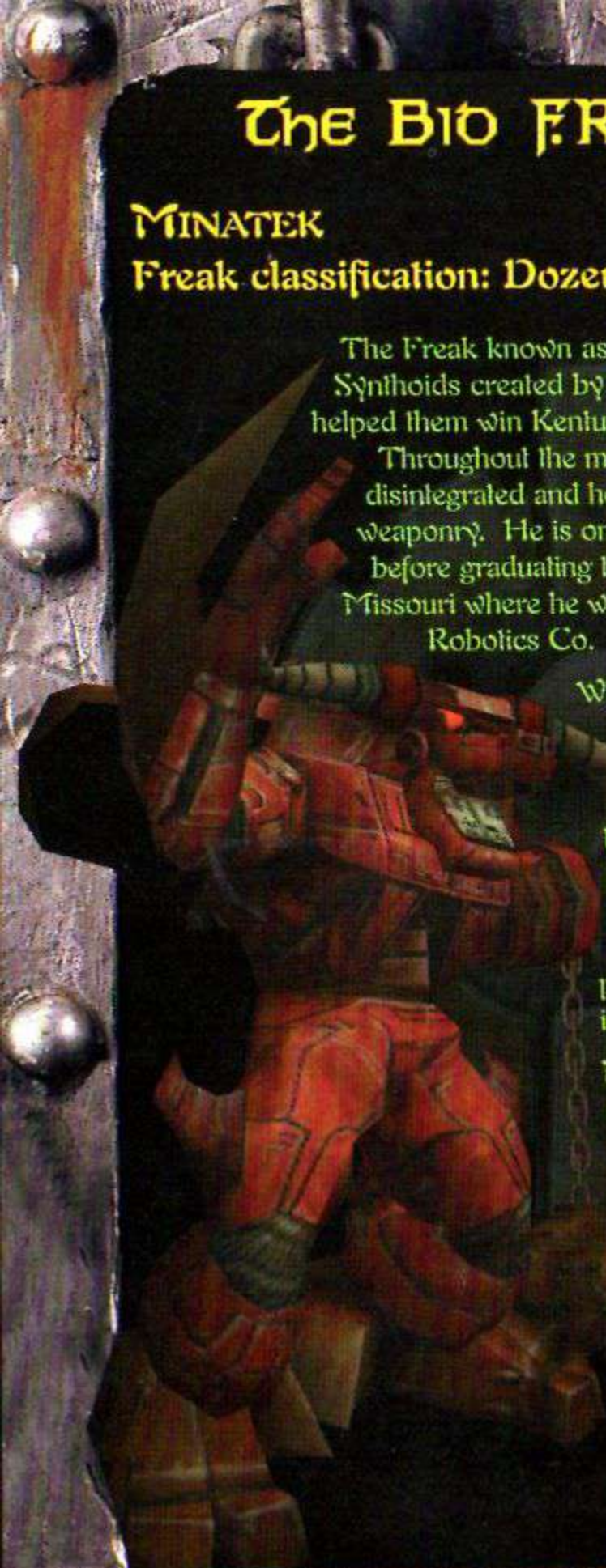
Psyclown's bio-dive programming purposely keeps his adrenaline supply in a state of constant flow and regeneration. His senses are so enhanced that, paired with the adrenaline rush, he's on the edge of sanity.

While it is commonly known that Psyclown is a clone, there is a rumor in the inner circles of the underground GI-Corp Resistance that he's a direct clone of the dead son of Duplications Unltd.'s CEO.

In the midst of his prevailing hyper insanity, Psyclown has allowed enough of his mind to carry a goal: to ultimately punish the man directly responsible for his creation and the creation of all Duplications Unltd. clones, D.U.'s founder and CEO.

The Bio F.R.E.A.K.S.

Minatek
Freak classification: Dozer



The Freak known as Minatek was one of the first Synthoids created by Micro-Gene for the battle pits. He helped them win Kentucky and Illinois at one time. Throughout the many battles, his regeneration qualities disintegrated and he was enhanced with cybernetic weaponry. He is one of the oldest champions and just before graduating to Dozer status, was purchased by Missouri where he was further altered by Anhieser Robotics Co.

While nearly invincible due to his state of the art armor and weaponry, Minatek secretly wishes to join the underground after the traumatic procedures he's experienced. He serves as a reminder to some Freaks as what will eventually happen to them as they continue service in the games.

Minatek has been reprimanded several times after bio-drive scans showed that he was thinking of going rebel. Anhieser Robotics Co. is currently working to perfect a free-will nullifying bio-drive, but because of Micro-Gene's accomplishment with Sabotage, they've been beat to the punch.

The Bio F.R.E.A.K.S.

Ssapo

Freak classification: Mutate Retro

Ssapo was a secret attempt by an underground renegade faction of New Mexico to create a champion that would give them freedom from the Texas Annex.

The cloning procedures were expected to produce the most fierce champion ever, a creature with the killing advantage: limb shredding teeth, incredible strength, skull crashing hands and super speed.

The monstrosity was further enhanced with cybernetic weaponry. When finished, the scientists thought it looked like a toad because of its odd features and green skin, thus the Spanish name Ssapo was given to the creature.

While Ssapo's intellect is not very high, the bio-drive in his skull is all he needs to battle as moves and skills are downloaded into his neural path, another first for the small group of rebel scientists.

Ssapo was granted admission into the games and New Mexico won its independence from Micro-Gene's Texas Conglomerate.

The Bio F.R.E.A.K.S.

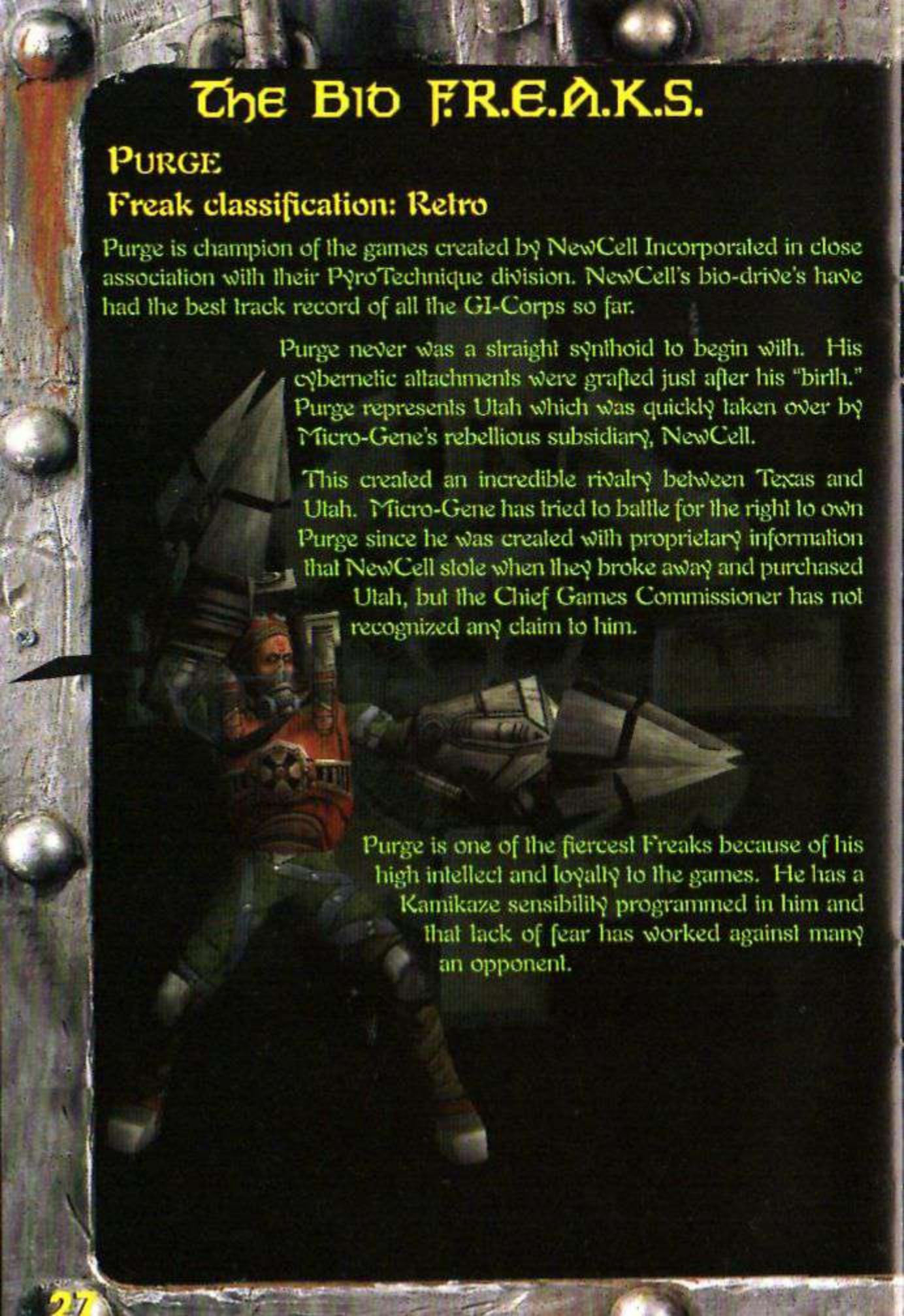
Purge

Freak classification: Retro

Purge is champion of the games created by NewCell Incorporated in close association with their PyroTechnique division. NewCell's bio-drive's have had the best track record of all the GI-Corps so far.

Purge never was a straight synthoid to begin with. His cybernetic attachments were grafted just after his "birth." Purge represents Utah which was quickly taken over by Micro-Gene's rebellious subsidiary, NewCell.

This created an incredible rivalry between Texas and Utah. Micro-Gene has tried to battle for the right to own Purge since he was created with proprietary information that NewCell stole when they broke away and purchased Utah, but the Chief Games Commissioner has not recognized any claim to him.



Purge is one of the fiercest Freaks because of his high intellect and loyalty to the games. He has a Kamikaze sensibility programmed in him and that lack of fear has worked against many an opponent.

The Bio F.R.E.A.K.S.

Delta

Freak classification: Synthoid

Delta is a female champion for the current state of Indiana / Michigan. She was created by Detroit's General Genetics Gi-Corp. Her specialty is speed and is touted as one of the fastest Freaks on the game circuit.

Delta is young and idealistic for a bio-drive operated Freak and is rumored to have friends in the underground. She is constantly under surveillance because of her suspected connections to the Resistance, but still proves a valuable player for the state of conglomerate.

She has battled Minatek before and lost an arm. But instead of opting for a cybernetic enhanced weapon attachment, chose a prosthetic to keep her natural body form. Because of her incredible winning track, she gets many perks.

The Bio F.R.E.A.K.S.

Clonus

Freak classification: Unknown

Clonus is the creation of the biggest, most successful GI-Corp in the North-American continent, Edisson Extractions. Clonus is the sole creation of Edisson Extractions' founding father and Chief Scientist, Professor Raymond Deux.

Thus far, the professor is the only one who knows the secret behind Clonus and its abilities. This entity has the ability to mirror any opponent's physical form and abilities. The opponent finds him or herself facing an exact duplicate, ultimately succumbing to Clonus's incomprehensible ability to not only duplicate, but defeat them in battle.

The Bio F.R.E.A.K.S.

Mutilator
Freak classification: Dozer

This Freak has been in the battle pits long enough for her to become the most heavily enhanced warrior of all. A literal juggernaut among the others, Mutilator is a walking army with her chest cannon, missile launchers, wrecking ball and other gruesome yet effective weaponry.

Mutilator was bred specifically for the purpose of experimenting with cybernetics and has had virtually all organic matter replaced by machinery over the course of her many battles with the exception of her brain. What is left of her mind is under the tight control of a small inner circle of scientists and corporate executives at MicroGene.

Personal Records

Keep a hard copy of your personal Win/Loss records here.

Player 1	Wins-Losses	Player 2	Wins-Losses
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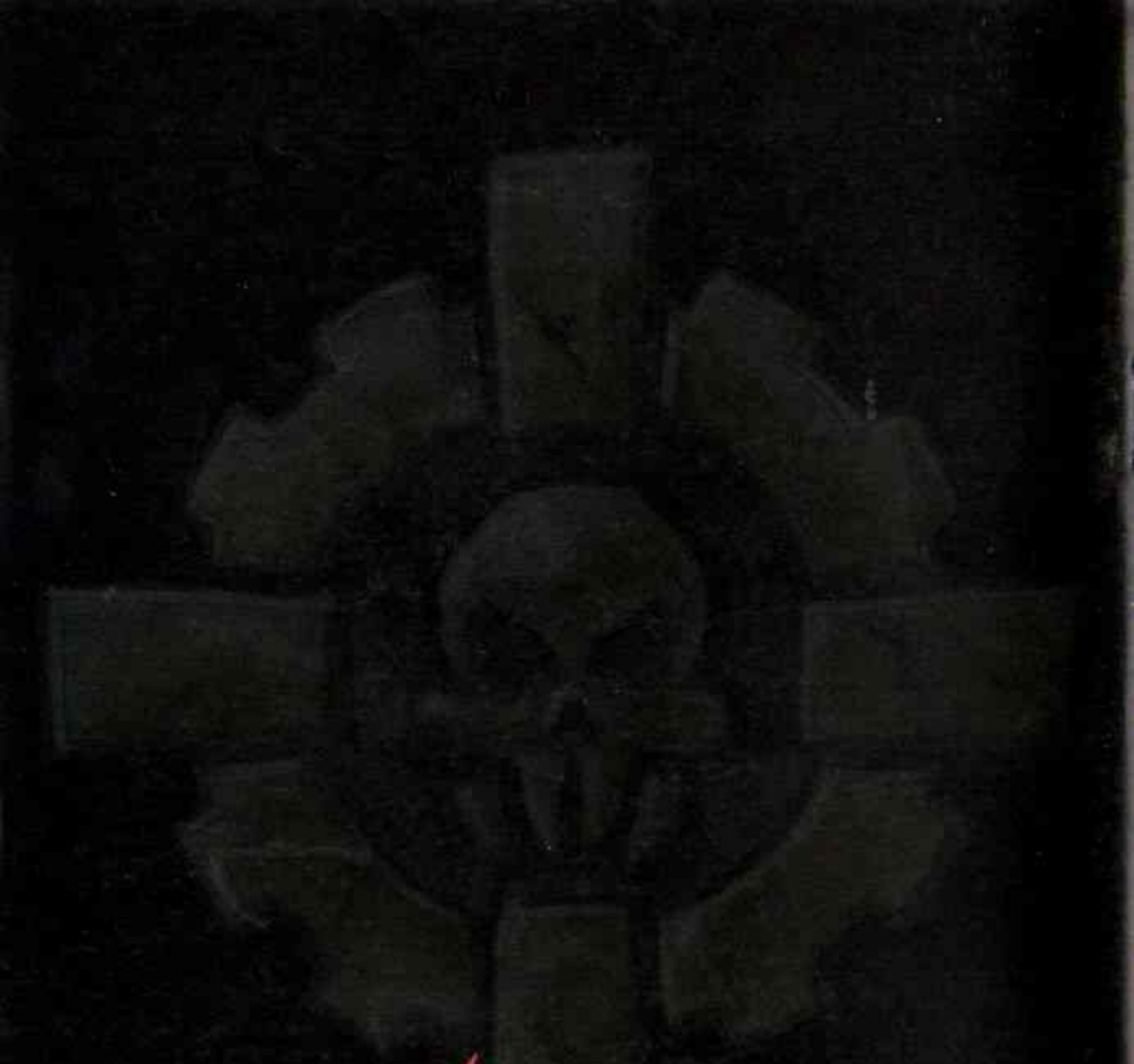

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